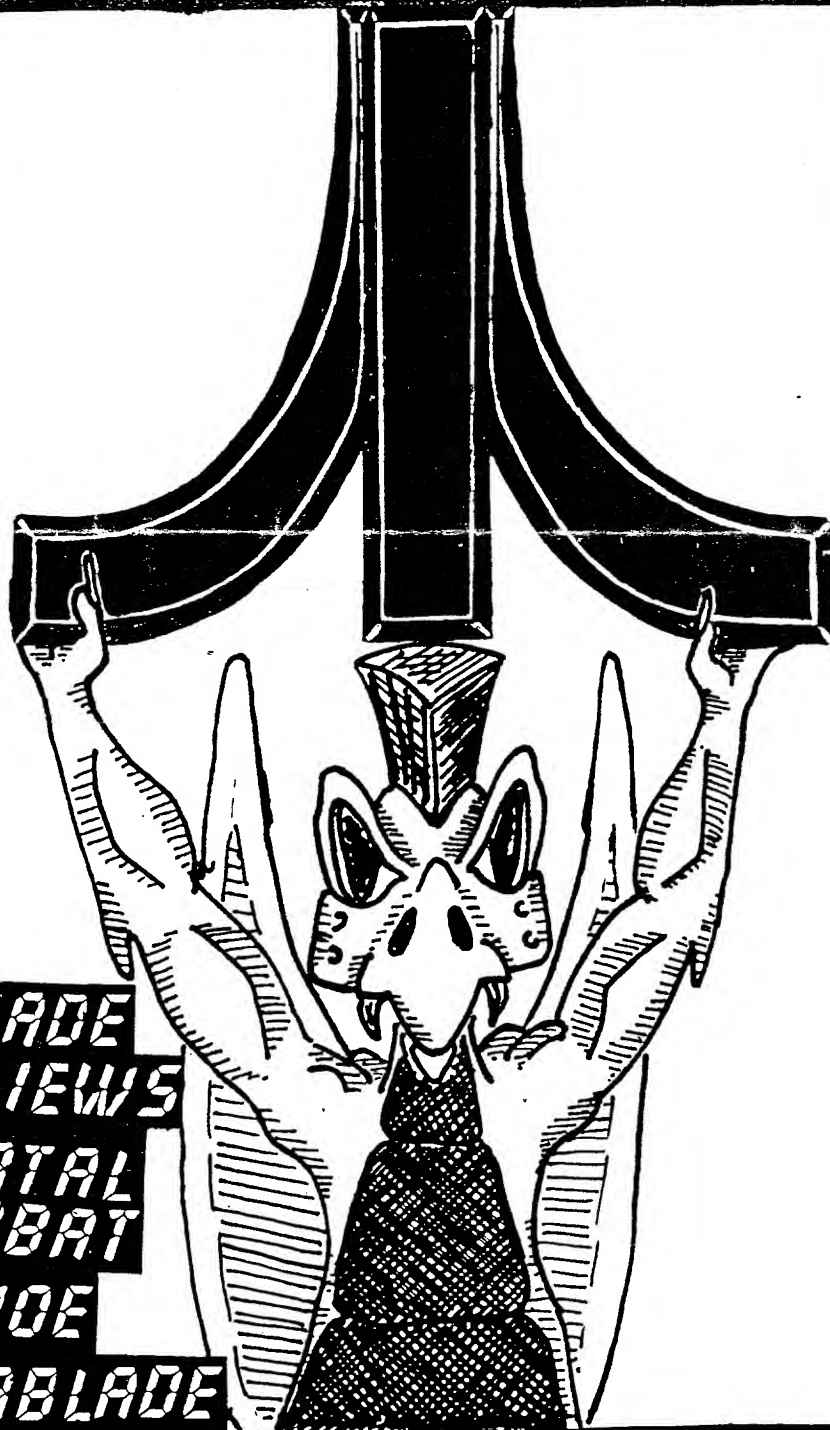


PARADOX

No. 3, Vol. 1, September 1992 \$1



ARCADE
REVIEWS

MORTAL
COMBAT

G I JOE

STARBLADE

COLUMNS: GAMING SET ABLAZE
MODE 7 DIGITAL OUTPUT

**PARADOX
HEAD STAFF**

Chris Johnston
316 E. 11th Ave.
Naperville, IL 60563

Jason Whitman
155 Westwood Dr.
Park Forest, IL 60466

Justin Schuh
1016 Sierra Ct.
University Park, IL 60466

Columnists:

Jeff "Talon" Bogumil
The Captain
James Catalano

Contributors:

Ulrich Kempf
Bill Fasick
Jon Jackson

Paradox is published monthly by Paradox Publishing, and is distributed in all 50 states through mailing it, freebies, and giving it to people we see who like games and are willing to pay the \$1 cover price. Subscriptions: \$6 for 6 months, \$11 for a year.

The Paradox Head Staff is not responsible for the content of contributed material, and may not agree with their views.

Paradox is set up using Graphic Writer III on an Apple IIGS, using the Pointless printing upgrade.

Parody material that appears in this issue, like the back cover, is meant in fun, and is not to be taken so seriously.

Classified ads are welcome, and are free. 30 word max. We also have advertising rates for companies who are interested, and the rates are cheap. We also beta test games.

Paradox contributes to MegaZine, the only multi-fanzine publication available. Send inquiries to: Chris Larson, 1209 Frisina Ct., Pawnee, IL 62558. Send in the Reader's Form please. We need it.

Printed with pride in the USA!
Whoa, stoked!

W H A T T H E
**HELL HAPPENED TO
THE EDITOR'S WELCOME?**

I apologize if my welcome last issue seemed harsh or a bit negative, but my blood was boiling over the lack of good luck (or even average luck, for that matter) this 'zine has had from the start. Both the first and second issues were a huge chore to put together, but the kinks seem to have been worked out and hopefully everything will go smoothly this time. Check out my Gaming Set Ablaze where I will discuss, among other things, system aging and the Sega CD. Also, have fun going back in time in our new classic section, entitled *Time Paradox*, where we'll take a look at the original video game systems and the games that made them so popular. So sit back, relax, and enjoy!

-Jason

Welcome to the third issue of Paradox. Really, the response for Paradox has been great, I've gotten a lot of comments back, and it looks as if, despite Paradox's struggles each month to get out, everything has worked out well. In this issue, we have some new columns, plus we've got expanded coverage as well. Comments are what we need and want from our readers, and you can send them in to win a monthly prize, so do it today, or as soon as you get the issue! Comments about our reviews have also been coming in quite often, saying that they're too short, they don't tell what the game is about, etc. Really, to find out the plot of the game, look in EGM or another fanzine. Why waste the space telling you what it's about when there are so many other places to find the exact same info? What do you think? How many reviews of SFII are you going to find that say the same basic thing? Why not try to be different than all the rest? We're looking for some solid contributors to write some things also. We'd like to stack the contributors list so we don't have to write this entire thing ourselves. This issue I'm also adding the monthly "Garbage Pail Faned", and Trivia is also included to give you a test on what you know and what you don't. The Captain has also made his "Land of Enos" more rumor-filled, and it should be interesting. If you want to add something to this 'zine, to make it better, or tone it down, we'd like to have your input and writing.

-Chris

LAST MINUTE UPDATE..

As I was finishing up the Subscription Plea, and was ready to pack up the program for the month, I was handed a copy of the Premiere issue of Electronic Games by my mom. WHAT AN ISSUE! It's totally different from EGM or VG&CE, and the fandom column is awesome! FANDOM CENTRAL is bound to give some spotlight to fandom, in a mag that is seriously awesome! The one thing I can't understand is why Megagaming is advertised in there. Is Megagaming going to be in color? Why do we mail our subscription forms to Red Oak? What's the deal? Other than that, the 100-page issue if EG is a definite improvement over any of the prozines! WOW! I'm going completely bonkers, expect more on EG next issue!

A NEW "REVOLUTION"

Dear Chris,

Thanks for Paradox #1&2. To be honest issue one was quite dull. EGM covers the CES games more than adequately. You should have down behind the scenes CES 'stuff'. Issue two was much improved and I really enjoyed it. It was extremely even, but this crap with Sean is a blemish on an otherwise perfect (well almost) issue. You need to let loose and add a few 'fun' elements. You're still taking your 'zine too seriously.

The cover was great, a definite 'fun' aspect. 'Fan Forum' was good. Glad to hear Ciletti is still alive. 'Gaming Set Ablaze' was very, very good. You did seem to contradict yourself quite a bit on the subject of gaming fandom. Don't take it so seriously! Then you turn around and act like a REAL editor. Come on, have fun. Pettibone is a definite commodity! So he gets a few free games, big deal. Land of Enos was extremely dull. Drop it and create a new column. "The Captain" (give me a break) simply echoes the rest of the 'zine, leading to too much repetition. Quotable Quotes was great! Just a simple, fun piece of reading; don't make it larger though. The feature story was excellent even though it was a bit short. I love the fact that you took the time, not like it was a chore, to do something I've wanted to do for quite some time. It's definitely something that will set Paradox apart from the rest. Mode Seven (7) could have been omitted as it's just more editorial 'stuff'. I expect each column to be different in terms of context.

I generally don't care for 'zine reviews in a 'zine, but it works in Paradox, so far. Please change the name of the 'zine! I know it's too late to do so, but the name just doesn't see to state your views or purpose. The reviews were short, concise, and just right. The no review core idea is the best for 'zines and Revolution '92 (yes, I'm doing a fanzine again) uses it. On

An Open Session of the

FAN Forum

review had scores, but I didn't tell my writer to leave them out. Rev '92 is a 'for the hell of it' 'zine, and it's only going out to some major companies, friends, and a few 'zine editors. A copy is on its way. Hope you enjoy it. Overall, Paradox is looking excellent, just mix it up and don't get caught in a fixed format.

Sincerely,
Lance Rice

(--Chris-- Thanks for the compliments on Paradox, they're appreciated. The suggestions are ones that I've gone over with Jason, and they're worked into this issue, as are a few more "fun" aspects. Really, Quotable Quotes was a water tester to see how putting some fun stuff in Paradox would go, and so far, there have been good responses to it. The cover was the best thing about issue #2. I think that Pettibone is a commodity also, but really, being so far away, it was a bit harder to talk about certain issues that needed to be worked out for the 'zine, such as getting articles/reviews in on time. And I don't think that he enjoyed the 'zine as much. Really, I would like to see Now Hear This become a regular column in Paradox, and keep him as a regular contributor. Let's see what Sean says. The Captain's working on getting more info and opinion into his "Land" format. Mode 7 has been erased of it's more stupid format, and it's become my newer game machine editorial column. Mode 7 was one of the things that was completely erased (during the making of the last issue), and I literally put it in to fill space. I'm looking forward to seeing Revolution '92 very soon, and I'm sure that it'll be good reading.)

PARADOX, PAGE 3

A TRUE FAN WRITES...

Chris,

Thanks for sending my two issues, I enjoyed both. I get several fanzines and I'd rate you just behind MindStorm and Video Views. While your writing and format are great, your printer's holding you back in the appearance dept.

You might consider more in depth or descriptive reviews of games. They seemed kinda like an afterthought and not really part of the regular fanzine. While you blatantly ripped-off Aaron, I enjoyed your "Big Gold Star" column, as well as "Quotable Quotes". One last thing, I'm very interested in getting a copy of a japanese magazine. If it would be possible for you to get one write and I'll send some \$.

Thanks for your time,
Francis J. Cone Jr.

(--Chris-- It is true that the printer I use does hold me back from doing a great appearance type of 'zine, but I have a really bad computer too. This is done on an Apple IIGS, using GraphicWriter III, and a printer upgrade to make it look better than it would without it. Without the upgrade, it looks worse! As for the reviews, I'll leave them as they are, for the reasons I stated in the Welcome. Quotable Quotes and Big Gold Star are here to stay. But I'd like to give some credit to Sean for thinking up the premise of Big Gold Star. Getting Japmags is easy for me, I make trips every so often, monthly, to a japanese mall, and that's where I get Famitsu and my Super Lemon candy! Famitsu, the weekly gaming mag, I will get for anyone, as long as they pay the \$6 to cover the price.)

COMMENTS AHoy...

Dear Paradox,

Thanks for issues 1 + 2. Enclosed is my check for \$5.00 for a 6 month subscription. Please send to the above address. "Open Letter to Gamebusters" - Please keep us posted if Sean has any luck. My mail was returned and their phone is

disconnected. Sounds like they're out of business. Keep doing conscious rip off spots, we need to know. Good story "CGR" by C.J. What ever happened to C. Larson? Also, Gaming Set Ablaze by Jason, well written, good insight. And good "Reviews". Thanks for publishing Paradox.

N. Masciotti

(ed. --Chris-- It would seem that Game Busters has gone out the door, because everything connected with them is "out of service". GamePro says that they have a SNES Action Replay in the works, but, if I were you, wait for Galoob, a name you can trust, to make a SNES Genie (they've started work on one), and boycott Game Busters.)

TRYING IT OUT...

Thanks for responding to my questions regarding how to write for Paradox. Enclosed is a review on Final Fantasy II. This may also serve as a sample of my writing. Let me know what you think of it. I've still been thinking of a column and I have an idea simmering in my head.

SOOOO, like I said, give me some feedback on my writing (there's always room for improvement). If you want, I'll send you some info on my column idea. Thanks again.

Sincerely,
Jon Althouse

(ed.--Chris-- Thanks for the great Final Fantasy II review. It is in the review section of this issue. I would like to see you write an article for Paradox. However, as you will notice, this issue is stacked to the gills with articles, and there's a strict 18 page limit on each issue, so we can possibly print everything. We contribute unused, submitted articles to MegaZine, so that they can be printed if we're overly stocked with contributions, or we will completely take away the reviews section.)

PHANDOM'S PHINEST

Dear Chris,

Sorry I took so long getting back to you-I've been very

busy. The latest issue of Paradox seemed quite rushed this time, although that's understandable. The articles were pretty good, but they seemed to be in rough draft form. The issue was still good, though.

Is your staff doing things behind your back? I got a new Depeche Mode single a few weeks ago, and one of the mixes of "Behind the Wheel" was done by Shep Pettibone!

Speaking of music... WHERE THE HELL IS THE TAPE!!! Oh well. Hopefully I'll get a SNES, TurboDuo, and Neo Geo-if things go well. Swiss Army Man is gonna be cool.

Did you see the preview of Cobra Command in the latest EGM? Well, they jumped too soon to get the scoop. Sega bought the rights for this game, and they are probably going to include it as the pack-in game with the CD ROM! Too bad the next EGM will come out before Phanzine Star so I can't scoop them.

Anyway, I am looking forward to the next issue of Paradox. The next PS will come out around the last week of September.

-Noah Dziobecki

(ed. --Chris-- By the way, everyone reading this will credit you for scooping EGM! It's amazing how being monthly with fewer pages give you a slight lead over bigger projects (just kidding). The tape, should be on its way with this issue. If not, I'm just too darn busy!)

THE NEW COLUMN...

Dear Jason,

Enclosed you will find my column for Paradox. I hope you like it. If so, let me know and I'll start on another one. By the way, I just received your fanzine. I think it's cool, good writing. I think I'd like to be a part of it. Maybe we can combine Classic 8-bit Atari with Paradox or vice versa.. Who knows, since you want to cover classic systems. It's just a thought. Now, more about my column. I've decided on the title, Digital Output. You are

free to format it the way you like with any font set. As for topics, I'll write about anything game related.

Also, if you happen to mention my fanzine in the Fandom Vortex, please note that the users of Atari's XEGS can use these programs too, as long as they have a disk drive, of course.

Thanx!

James Catalano

DAN STRIKES AGAIN!

Rubik's line puzzles mom

BOSTON (UPI) — A toll-free telephone hotline dispensed obscenities instead of advice on how to solve Rubik's Magic Puzzle, an irate mother complained Friday after her son sought help with his Christmas present.

Myrna Winter of Framingham said she was incensed to think other children who may have called the same telephone number and heard the obscenities.

"It's unbelievable," Winter told United Press International. "I thought it was against the law to talk like that on the phone."

The puzzle called the Rubik Magic Puzzle requires potential solvers to place three multi-colored rings in certain positions. It was invented by the same company that produced the popular Rubik's Cube.

Included with the puzzle was a brochure advising problem solvers who run into a stonewall to call a toll-free 800 number in New Jersey.

"My son called and he got an unbelievable message," she said.

Instead of a solution, she said, they heard this message, which contained several obscenities:

"Thank you for calling the Rubik Magic hotline. I don't feel like giving you any hints at the present time. But you might think that anyone who'd call this line is just a stupid mother—who doesn't deserve any clues. But if you really want some clues, go down to the store and buy the book. Hell, I get a commission on every one of them. Well, thanks for calling the Rubik hotline, and may you never solve the puzzle you stupid mother— Ha ha ha."

Time Paradox

Stardate: 5200
WITH JASON WHITMAN

When Chris, Justin, and I decided to cover classic systems and games, I thought I'd pick up an Atari 5200 to complete our Atari coverage. I quickly found out that it was tough to just "pick up" a 5200. I contacted Telegames USA, a game distributor that carries almost all older material, and they neither had one nor could tell me where I could get one. Even Atari themselves had no clue where I could purchase either a used or new 5200, but they suggested I check out local pawn shops in my area. Pawn shops?!?! Luckily, I remembered that a grade school classmate of mine once mentioned owning an Atari 5200. What luck! He hadn't played it for years, and he was more than happy to give it to me...for a price. So I was broke, but I had my 5200 and a couple of games, and I was ready to check out this classic system for only the second time ever.

The Atari 5200 system is basically the Super NES of the early 1980s. Many of the games were just flashier looking, updated versions of popular 2600 carts, just as many Super NES carts are just sequels to older NES titles. This could be what caused the downfall of the 5200. Back then, people didn't seem to be all that impressed by the power of the 5200. The games were still the same, so why invest in a new system for slightly flashier versions of the games we've been playing for years? But as Nintendo proved with the Super NES, a little advertising and publicity will sell a new system, even if many of the games are just sequels. That is my theory why the 5200 bit the dust. Atari was King of the Hill, the top game company in the land, so they thought any new item they put on the market would be bought up in no time, right? Wrong. The 5200 was not the easiest console around to find, and once you did find the system, the software was just as scarce. The games were there, but the low number of those games was the problem. Joysticks were rumored to be hard to find also. Supposedly the controllers included with the system broke easily, and the new ones were almost impossible to find. Imagine if I wanted one these days...my wallet is screaming!

Another weird thing about the 5200 is its size. I don't know if this stopped potential buyers from purchasing the system, but this console is a monster! I'm not sure if Atari was going with the theory that "bigger is better", but they made the biggest system I've ever seen! It measures fifteen inches by thirteen inches, and if you don't think that's large, compare it to your NES, which measures only ten inches by eight inches.

The carts are also huge, but only the casing is actually big. The actual game board is just slightly bigger than that used in 2600 games, so I guess Atari wanted their new hardware and software line up to be "intimidating". The controllers, fragile or not, are cool looking and feature start, pause, and reset buttons, along with a numeric keypad used in conjunction with the controller in some games. They also had two attack buttons, nothing by today's standards, but a lot back then, and can be used by either left or right handed gamers.

Why the 5200 never sold will probably always remain a mystery. Atari can't tell me, and there are many theories to why it bit the dust so darn quick. I personally think it was a cool upgrade to the 2600, but I have to admit that it had its flaws. It could play 2600 games with an adaptor available from the catalog packaged in the 5200's box, but 2600 owners couldn't use their controllers on the new Atari console. Why not? The controller ports were, you guessed it, bigger than those of the 2600. I happen to love my 5200, and I don't mind doing a little extra searching for the software. The games are classics, and I hope to build up a decent collection in the next few years (my wallet is screaming again...). I've basically told you all I know of the Atari 5200, so I'm not sure if this column will return in future issues. Hopefully I'll find some cool peripherals to cover in possible future Stardate: 5200s. 'Till next time, fellow gamers, check out the Atari classics, have a good time, and most of all, give me your old 5200 stuff! I'm going broke trying to collect the classics!

TV TO COMPUTER

Welcome to my new column that will explore some realms inside older video games, so get ready for that blast from the past. It's not that hard to find Atari systems and games, and if you hunt, you can find pieces of video game gold, such as the original Atari 2600 system. This system is by far the best system as far as classics go. It's got them all. I found the "first coming" of the 2600 at a garage sale not too far from my home, and was able to purchase the system (in great condition) and 11 games for only \$10. What a deal. By far the funnest game I have is Video Olympics (52 different versions of Pong), because you can play 4 players at once with no problem, and it's an addicting game, no matter which version you play. That review lies elsewhere in the pages of Paradox. The other system I like is the ColecoVision. The Coleco is a great system, and it is an 8-bit, which means title screens and better

side scrolling action. Finding these systems is a tough matter, but once you've got them, you're playing history. So why the backlog to the early '80s? Why cover these "obsolete" systems? Why give them space? They deserve as much spotlight as any other video game. They are still just as popular, however they are packed away in basements, but people still enjoy what they have to offer. I went to this weird garage sale and looked around. They had all this Rainbow Brite stuff, and early '80s toys, so I enquired about an Atari system, and I got the reply that they had no video games, and that they were against their religion. What?! Then while I was leaving on my peddle scooter (bike), these kids started running after me chanting, "we don't have any video games, no Atari here!" It was very weird. But hunting down these systems is half of the fun. There's no end because you'll never find ALL of the games. I have about 23 games now that I've collected within 2 days, and my library is ever-growing. I must have not seen what these games have, but I'm a 16-bit gamer, the New Generation Gamer. I've never seen a Pong machine in my entire life! My first memory of video games was playing Crystal Castles, Popeye, Donkey Kong, Star Wars, and Zaxxon at the Showbiz Pizza Place (where a kid can be a kid, and the grownups can be bored). But the point is that I missed the bus, I never got a 2600, 5200, ColecoVision or the old systems. The ONE that I did get was the Odyssey 2 by Magnavox. It was amazing, and I loved games like Pick Axe Pete, and some other titles. But I don't remember them, and I probably won't until I find an Odyssey, somewhere. Look in low places at your nearest video games store, and you'll find some old Atari games, some opened, some not. California Games by Epyx is \$5 here, and Real Sports Football is \$13, but those prices suck. You can get them for cheap, it's so psycho. I've been on my rampage of Atari stuff since the last 12 hours of creating the 2nd issue, and I've been all over collecting all that I can. I have original Atari catalogs, instruction manuals, and more telling all about the system and the games, and I'm having fun doing it. Come to think of it, I haven't touched SFII in a long time. The time has actually come to pull all of them out, and take a look at what was, the first generation of video computer systems. Now that you've got out your systems, what games can you get? You'll be amazed at the number of games that were made. The Atari is outdone only by the NES in number of games. The Atari has better games than most. I really enjoy all of the old games. Who wouldn't want to be a full-fledged video game fan? Even though these games have hardly any depth, they have a ton of play variations. Space Invaders has over 100 different play varieties. Old games are just plain fun, and they're no \$80 16-meg monster. It's amazing that these games are so fun when they're less, way less than 4 meg. No one even cared how many megs the game was. Here are some old arcade games that you might remember: Battlezone, Berzerk, Bump N Jump, BurgerTime, Centipede, Choplifter, Commando, Congo

Bongo, Crossbow, Crystal Castles, Defender, Dig Dug, Tron, Donkey Kong, Donkey Kong Jr. and 3, Empire Strikes Back, Food Fight, Frogger, Galaga, Joust, Pac Man Jr., Jungle Hunt, Mario Bros., Mat Mania, Millipede, Missile Command, Moon Patrol, Pac Man, Pengo, Pole Position, Popeye, Q-Bert, Robotron, Space Invaders, Star Wars, Tron, Zaxxon, and Zoo Keeper. What do you think? Remember 'em? Next issue, we'll explore even more about older games and systems.



Did you ever pay \$40 to \$60 dollars for a game, take it home, and beat it within a week? Did you feel as if you've gotten your buck's worth? Probably not.

I know I've felt that way many times. There seems to be a pattern among today's games. And that's the key word, pattern. Most games are just an exercise in memorization and timing. Once you've learned an enemy's attack pattern, you've beaten the game.

One good example of this patterned play is Sonic the Hedgehog for the Genesis. I had beaten this game a week after I got it! What fun is that?! My point is that a game should be challenging, and last longer than a week. What is needed, I believe, is a little randomizing and unpredictability in a game. This I'm sure would increase the playability of a game, and would give it more replay value.

As a hobby, I also program my own video games on my Atari 800XL. In making my games, I try to incorporate these factors as much as I can, and I find my games more fun to play than the commercial ones because of it.

As for the system I find most challenging... It's the Atari 2600. Most of the games on this system have remained challenging to me because they have that type of gameplay. Take the classic 8-bit games like Missile Command, Millipede, Midnight Magic, Moon-sweeper, Planet Patrol, and Tunnel Runner to name a few. These games never play the same way twice, thus making patterns useless. And all are still as fun as the games for the Sega or Nintendo.

Today's games may have fantastic graphics and sounds compared to the 2600, but they lack challenge due to their patterned play and predictability. And if you agree, why not write your favorite game company and tell them what you think. After all, it's us that keeps them in business. And then we might see gameplay that is as fantastic as the graphics and sounds are.

Subscribe to Paradox
NOW!
 It's only \$6 for 6 months, and \$11 for a year! Do it now!

MODE 7

with Chris Johnston

Well, the year of the Street Fighter is now over, and Mortal Kombat has come to take its place. The World Warriors better come up with a third game, or the rats will get restless. However, rumors from James Thomas says that SFII is not 16 megs at all, but actually 12. Have we been scammed? All along, EGM and Capcom said 16 meg, over and over again until we could not stand it. But is 16 meg just the label? I would like to see the Super Magicom with SFII in it to see for myself whether my game comes up to be only 12 meg. I paid \$80 for a 16 MEG game, and if I don't get it, I'm going to call up Capcom and complain that they've had false packaging ("16 MEGS of hard hitting martial arts action!" on the back of the pack), and told numerous magazines lies about the actual size of the game, plus I was cheated \$\$\$ out of 4 megs. I've also noted that when in fierce two player versus mode, the computer sometimes blocks an opponent from doing a move or blocking when the other player is pressing buttons rapidly. Basically, I'm beginning to think that the entire industry is a scam. Not that I am not grateful for the endless hours of entertainment that video games give me, it's that many new "lies" about the entire state of gaming have come up. Like Floater's pointing out that SFII is actually twelve meg, it's getting to be a specifications hobby. Only a small portion of the gaming population know what "Meg" even means, and hardly anyone knows a scale on which a game is judged or programmed on. Really, a company like THQ could come out and say that the new Ren & Stimpy SNES game is a 16-meg adventure, when they really would make it 8 meg. They could include 16 meg worth of chips but not use half of them. No one would ever know because there is no way to check how many meg the game actually is. Until the Super Magicom defied the U.S.'s copyright laws and was shipped out. The Super Magicom, no matter how illegal it is, is still a great piece of hardware that all of the magazines should be using. It tells you how many Meg the game is, actually. That's a definite plus to the hardware. We are totally being scammed, and we're playing for totally extraneous chips. Now, I refuse to pay attention to how many "meg" the game is, and focus instead on how good the game is. It's something we all should realize more, and more often. We all know that EGM is taking payoffs, even though they flatly deny it. Their "Contract Publishing Division" shows it. They create what I call ads and place them into the magazine for us to read. The company pays for these, and there's no way that EGM can go and bad mouth them in their own ad. Why would EGM give two pages of space to Mario Paint? What's the point? They give other games that are more exciting only one page, why the all out on Mario Paint? Why do you think? Pay off. There's hardly any commentary for EGM readers. I'm beginning to think that all gamers

(except the chosen few who can think for themselves) are mindless dweebs who spend their money on games, games, games, and I know I'm right! So many gamers have fallen prey to the SFII syndrome, and no one in their right mind would pay \$80 for an SFII game. We're all totally stupid, and that's what we're taken for. Todd Capriotti is right, EGM is using us for everything. Support High End! Wait, what am I saying? Support all gaming mags, no matter if EGM says they're crap or anything. Judge for yourself, write letters of comment, High End, and VG&CE need them. VG&CE is looking a bit better now. Sonic 2 hologram cover! The introduction of CD ROM for the Genesis later this year will determine for Nintendo how ready the gaming public is for CD ROM games. There's no doubt that I'm ready, but there may be hesitant people wondering whether or not to pop the \$300 for the Sega CD. There's no doubt that good games will be plentiful in 1993, and more new innovations on gaming will be evident. I want to see Tengen make an "Atari Arcade Hits" CD for the Sega CD system. Think of it, all the great old Atari games re-vamped with CD sound and CD cinema screens! There could be 50+ games on one CD! Now that's the value we need. The introduction of CD will also state a case towards making CD games for bands like G N R, The Cure, R.E.M. and others. It would be cool to play a game based on a new album, and if they came together (album and game), then you could listen to the album and play the game with awesomely rocking tunes! Also, as I mentioned last issue, Pepsi and Coke could make mini CD Pepsi and Coke games or previews of upcoming Sega games and place them in 24 packs. What an idea! There is so much to do with CD, however, it will take a while to see the best CD can offer, but we'll begin to see the best starting at the next Summer CES! GamePro has gone SFII crazy, putting a little insert mag that has tips and tricks. GP is now copying EGM with the inserts! Nice touch...NOT! Just thought I'd stick that Wayne's World reference in there. Has anyone seen a High End? VG&CE's fandom coverage has started, without the help of Katz. The farewell issue (if you can call it that) was really a good issue counting the articles, and Fandango was O.K. too. There's no telling what EG will cover, but repeat stories?! In the August VG&CE, they have a driving simulations article by Joyce and Bill, and on the cover of the preview EG, it says "Life In the Fast Lane: EG Examines the Best Driving Simulations". WHAT!? Please, no reprints. You know the TurboGrafx-16 video that's being offered? Well, aside from being a Turbo ad that's a half hour long, it only shows the visuals from the games, CD or Chip. You would think that to show off a system like the Duo, they would let you hear the music or voice, but there was NONE in the video. The video itself got a bit boring after a little while, being totally boring. Absolutely nothing showed me WHY I should get the Duo, there was no evidence of any demos of games, nothing. Next time TTI, make a better video. EGM is better on the subscription policy now. I've gotten my supplement-

free September issue right away, before I saw it on the stands. However, the whole mag was darn screwy! First of all, QuarterMann's Gaming Gossip was a reprint from before the CES!!! The Leading Edge section, which usually appears around page 66, after EGM Express, Game Doc, International Gaming, and Tricks of the Trade, was on page 42! Express appeared on page 76! What is with this? Other than that, one of the best issues that EGM has ever had.

CONCORDANT OPPOSITION

by Jeff "Talon" Bogumil

Does the look of a 'zine really MAKE the 'zine, Mr. Danmeister? Gee wizzers, I never knew that! Here I thought that laser quality and color DIDN'T mean a thing. Golly, it looks like I'll have to stop reading nearly every freaking fanzine available! FANZINE, Dan-Man. Emphasis on "fan". We're not here to impress anybody. We do it simply to express our opinions on video gaming. You don't have to read the things and you sure as hell don't have to pull off a "dis" like that. There is a distinct difference between constructive criticism and asshole-ism. Sit and spin, Mr. MacArthur. It'll relieve that stress problem you seem to be having. On to better (and not so smelly) things. Played SFII yet? In my opinion, the SNES translation beats the coin-op. Sure, graphics and sound have been toned down, but the gameplay has made a major improvement! The arcade feel has been retained, difficulty levels have been added, a great "vs. mode" is available and the not-so secret Champion Edition code is the final icing on the cake. GAME OF THE YEAR, HANDS DOWN!! Capcom did an excellent job... Now we need Super Megaman! Want to know where the systems are headed? The SMS is gone. The NES will be pretty much dead by early '93. The SNES will probably get ahead of the Genesis, but only slightly. Turbo Technologies will find a niche for their Turbo Express/Turbo Grafx-16/Turbo Duo line-up and then use it as a foundation to launch their 32-bit machine. The Game Gear will sit still unless more awesome games show up. The Lynx will probably gain a larger following. The Gameboy will still be the portable king, but only because of the name. The Sega CD will barely make it unless software comes along. If Nintendo's smart, don't expect their CD-ROM in late '92/early '93. The Neo Geo has its niche, but SNK needs to bring home a few original concepts to increase it. Philips CD-I may have some competition from SMSG, which won't effect the major video game market. The Gamate is a joke. The PlayStation and WonderMega will appeal to some. That's all for now! I'm off to check out that rumor I've been hearing; a woman barefoot but NOT pregnant! Gives me a reason to use my new horseless buggy on one of dem der "asphalt" roads. God, I love West Virginia. Later, y'all!

Gaming Set Ablaze

by Jason Whitman

A big Paradox welcome to our newest columnist, James Catalano, of Chicago. Along with writing for Paradox, James also does a 'zine dedicated to the Atari computers entitled Classic 8-bit Atari. We're glad to have him as a part of the staff, and I hope you are as impressed with his writing ability as I was.

With all the hype surrounding the Sega CD, many have forgotten that the TurboGrafx-16 has had a CD-ROM peripheral for a number of years now, making me wonder how long Sega's been working on their CD project. I mean, if the Turbo had a CD-ROM peripheral in the stores, you know that Sega at least had one in the works. Why is that important? It's important because if CD games were the future of gaming when the Turbo CD was released, are they still now? If not, then what are they, and how long will it be before some other type of system or peripheral is released that tops the CD? I know what you're saying: "This guy has plenty of questions, but how about some answers?" Well, I can't answer all of them, but I personally feel that although everyone is drooling over CD technology, one of the big three (TTI, Sega, and Nintendo) will release a new system (or some type of high-powered upgrade) within the next two or three years. Why? Well, if you look at the life span of the systems of today, the number of years between the release of new systems continues to get smaller. These days, it's no longer "if?" a more powerful system will replace your current one, but only "when?" It may seem as if I am going out on a limb with such a prediction, but I'm sure all of the big three have some sort of idea for a new system on the drawing board. Any ideas on which company will be first? Maybe The Captain can give us some sort of clue...

Why the heck did EGM bother doing a Summer CES insert when they left out what I thought were the two best games at the show, Bonk's Thunder Shooting for the TurboGrafx-16 and Mick and Mack: Global Gladiators for the Genesis? I know there were tons of games to cover, and they have a limited amount of space, but the new Bonk shooter was a great game that drew crowds of people, and Mick and Mack is one of the coolest, most original game I've ever played on the Genesis! Instead of wasting so much space overhypeing the one playable level of Sonic 2, they should have used the valuable space to cover great games such as these, two games a heck of a lot closer to completion than Sonic 2!

Thanks to TTI for the free video tape showcasing the new Super CD games. The graphics in the screen shots looked good, but it would have been nice if we could have heard some of the CD music and sound

instead of just an announcer describing the storyline of each game. Oh well, you can't have everything, especially for free.

Justin and I saw a bootleg Street Fighter II: Champion Edition arcade machine while on vacation at Great America. The title and directional boards were photocopied in black and white on thin paper, and the cartoon pictures showing the moves of each character looked like they were cut out of a magazine like EGM or Nintendo Power. The cabinet had no side panel pictures, said Capcom nowhere, and the attack buttons were various, unmatching colors that often got stuck when the action heated up. Justin and I gave the machine quite a workout, and it held up surprisingly well, even after 100 battles of fierce SFII action.

The Duo is coming! The Duo is coming! TTI's new TurboGrafx-16/CD combo is to be released soon, sometime in the fall, before the Christmas rush. Early releases of the Duo have been given out to various magazines and fanzines for early reviews of the Super CD games to be released at the same time as the Duo.

The VG&CE crew says that their October issue will have a special hologram cover, and they plan to show some new, "exclusive" pix of Sega's Sonic sequel. Hope the pictures aren't the same ones of that one playable level shown in EGM's nifty insert, or they won't be all that "exclusive", will they?

Special thanks to DeShaun Smith, Jason Schisel, Atari, and Telegames USA for helping me on my trek for classic systems and games. Now that the 16-bitters are dominating, the classics are often hard to find, and at times can be quite expensive. Telegames carries most of the older stuff at reasonable prices, and Atari was happy to send me a list of their 2600 and 7800 titles that were still available. I hope that the added classics section breaks up the monotony a bit, and only adds to the enjoyment of reading this 'zine.

'Till next time friends, support fanzines, play games, and most of all, have fun. That's what gaming's really all about. See ya' next issue!

Garbage Pail Fanned



Article #1 WITH BILL FASICK

Lately a lot of companies have been displaying ads saying their portable (hand-held) game system is best. I would like to offer my opinion for anyone who is considering buying one. I bought my Gameboy when it first came out back in September of '89. It was the only one available at the time. It was also an innovative idea to have interchangeable game cartridges. Nintendo purposely used a black and white screen to keep down costs. After Nintendo Gameboy became successful, other companies developed systems. To persuade consumers to buy their machines they used color screens and newer, more advanced technology. While this makes the systems play better, there are several advantages which I feel make Gameboy the best choice for a hand held game system.

AVAILABILITY: There are more games available and most game companies have development teams for it. Currently, there are about 100 games available.

PRICE: Nintendo has the lowest price per game cartridge. Most are between \$20-30 although as they became more sophisticated the prices crept up, with some games being \$35.

PORTABILITY: Gameboy is the smallest, and the most portable with a slightly smaller screen size than most. Since it is not as complex as others it has a longer battery life (it does require a well lit room to use though).

In closing, I'd like to tell you when I use my Gameboy. Usually, it's at the doctor's office or while riding in a car, for short periods of time.

If you're buying a portable system to use away from home for less than an hour at a time, I recommend: GAMEBOY.

Keep your contacts clean,
Bill Fasick

What Happened a Year Ago?

- The Super NES hit stores to the tune of \$200, and unfortunately, most gamers hold their nose and pray for price reduction.
- The first two games available for the Super NES come out simultaneously with the system, F-Zero and Pilotwings.
- More games appear for the Super NES throughout the month like Sim City, Gradius 3, Actraiser, Super R-Type, and Super Bases Loaded.
- Taxan, NES licensee, puts their video game development on indefinite hold.
- Sega and Razor Soft begin a bloody battle

over Sega's seal of approval.

-Nintendo announces that the "World of Nintendo" will be exported for Japan too.

-Streets of Rage (probably the most popular Genesis fighting game to date) and Shining in the Darkness (the most cartoony and lengthy RPG) for Genesis, are released.

-Issue #2 of The Bombardier is released.

-SNK's Neo Geo gets some new games, but with a high price and easy games, most gamers turn away in dismay.

-Two of the worst NES games are released, Where's Waldo by THQ and Sesame Street ABC/123.

A Trip to the GALAXY WORLD: The Paradox Arcade Report

MORTAL KOMBAT by Midway is the successor of the World Warriors. No longer does Capcom's intense fighting action game hold arcade rats with an iron fist. Midway has combined digitized graphics and sound with Street Fighting action, and major blood and guts. The character movement in the game is smooth and precise, and the realism of the characters is unbelievable. There are 7 characters to choose from including Kano, Sub Zero, Scorpion, Sonya, Raiden, and others. They all have special attacks, and no character is completely the same. By far the best character, and the one I find myself using most often, is Scorpion. He wears a black mask with a black and yellow suit. He can whip out a claw and drag you back to him while saying "Get over here!" When playing on The Pit stage, you can knock your opponent into the pit and finish him off. When you have knocked his energy down to zero, the message "Finish Him" appears on the screen, and you can do a devastating attack and rip his head off or rip his still-beating heart out of his body. Unlike Street Fighter 2, where even if your opponent has a tad bit of energy, he can still come back and beat you. While this game may sound overly-gruesome, maybe violent, it is always entertaining. I couldn't believe that this game (one upright machine) had more people at it than the three SF2 machines next to it combined!!! My guess is that this masterpiece will be appearing on a home system soon. While I don't know for sure which one, I can make a good guess. This game involves digitized sound, something which the SNES and Sega CD can provide. The multitude of colors used in this game would make me think that a carbon copy of the arcade could not be done on the Sega CD (although it would be best on the Sega CD), my guess is the Super NES CD, when and if it ever comes out. Be watching for EGM to be covering this game "tour de force". You can expect strategy guides, cover shots, everything, the whole shebang. No wonder, for a game this good!

GI JOE by Konami is a game that I wrote about for Megaforce. I've finally gotten my hands on this quarter-muncher, and it's great! You can pick from all of the

Joes, and get ready for a first person perspective battle against Cobra! The music, of course, is from the cartoon. It's the theme song from the cartoon throughout the first mission. The first mission includes a deadly elevator ride, a stroll through the Cobra Firearms base, and several battles against Cobra, like against tanks, planes, and it's all up to you. You are control of a target that is on the screen. You line it up, and press either the fire or grenade button. You only get 2 grenades through your life, unless you pick up more along the way. You can upgrade your gun to crossbow and flame thrower also. The game has great scrolling a depth, with objects using a Mode-7ish capability to be manipulated around the screen. This is a four-player simultaneous game, and when 4 people turn up to play this one, the action will heat up! I'd like to see a Super NES or Super NES CD translation of this game, it would really be great. Better than Turtles in Time.

STARBLADE by Namco is a sit-down space shooter set in first person perspective. This game has awesome introductory screens, that tell you about your mission, the objective, and basically shows off the polygon graphics that you'll encounter while playing the game. The game is superb. The graphics are so excellent, the speech and animation so fluid, everything is combined in a harmony that makes for great gameplay features. This is the ultimate in first person shooters.

Also, word has it that new arcade technology will be entering your nearest "ARCADORIUM" pretty soon. Moto Frenzy by Atari is the first digitized, full motion sit down motorcycle game. Capcom, who has been having trouble keeping counterfeit Champion Edition arcade games out of local arcades (read Gaming Set Ablaze for more on this), they've introduced arcade kits, which are cheaper than the FULL actual machine, so expect to see more CE's hitting arcades now. What's the kit include? A top header, side art, control panel art, and, of course the game board. It's still pretty darn expensive.

Fiberoptics may also soon be playing a major role in arcade gaming. Using a fiberoptic modem and a high-powered PC, arcade operators will be able to get games in less than a day, so you'll be seeing the best games appear faster in certain arcades. Also, you can fight an opponent from another part of the country with this new technology. More to come on this one in the big mags, but this info is bound to change gaming in the arcades forever!

Mad Dog McCree, the hot laserdisc game that hit arcades some time ago, has a sequel. The game, which was filmed in New Mexico, will be hitting arcades across the country later this month.

Well, that's the arcade section for this month. Next month, more on Mortal Kombat, and even more info from the depths of Galaxy World.

-Chris Johnston

The Verdict

Reviews by the Head Staff and Contributors

MISSILE COMMAND

ATARI - 2600
by Chris Johnston

Missile Command by Atari for the 2600 may be one of the best games created. The action is quite intense, and you'll need fast reflexes to destroy the missile headed towards your space colony. When you use the normal Genesis control pads for this game, it becomes less frustrating and disarming the missiles becomes easier, until they start to speed up. The scores are tallied up when you get to a stopping place, and no missiles have hit your city. This game is a good example of an awesome 2600 title, and it's also an arcade conversion. This game will make an appearance on the Lynx sometime next year along with Asteroids, which should make a definite roll of just plain fun games. Anyone who has a 2600 must get this game, that is, unless they already

VIDEO OLYMPICS

ATARI - 2600
By Chris Johnston

Video Olympics by Atari, is basically 50 different versions of Pong. However, these variations are themed as a certain sport, hence the name "Olympics" on the end. The games inside this game are as fun and amazing as the original Pong game. You can play normal Pong, Soccer, Foozpong, Hockey, Quadrapong, Handball, Volleyball and Basketball. Pong is playable with 1-4 players, and all the rest of the sports require 2-4 players. The enjoyable "pongs" of sound are the most enjoyable things in the world, and this is the most simplistic fun to be had on any video game system. While the graphics aren't SNES quality, but still good enough. The Atari Paddles are not hard to use or understand, and the play control, like most Atari 2600 games, is VERY responsive. If you have a 2600, and need a good party/sports extravaganza, then this is the game to be watching for.

JOUST
ATARI - 5200
By Jason Whitman

This is the best version of Joust other than the arcade that I've seen. The graphics are improved over the 2600 game, and the playfield now fills the entire screen. The game isn't overly hard as the 7800 version was, and the game is once again the best in the two-player simultaneous mode.

As if you didn't know, the object in Joust is to knock the enemies off their flying creature while

trying not to get knocked off yours. The game is great fun, very addictive, and is a decent challenge since the number of enemies increases per level, as does the speed at which they move.

Overall, Joust for the 5200 is one of my favorite carts for this classic system, and is also one of the best.

MOON PATROL

ATARI - 5200
By Jason Whitman

One of my favorite old arcade games, Moon Patrol has you on the moon in your rover, battling against craters, boulders, and flying aliens in 26 levels of great fun. The 5200 version looks almost identical to the arcade, with the gameplay and look of your rover much improved over the 2600 cart.

The game is addictingly fun, but is fairly a breeze on the beginner setting. Luckily, after you beat Moon Patrol on the easier setting, you move to an advanced, 26 level setting that is a lot tougher. If you liked Moon Patrol in the arcade, you'll think you're playing one in the same on the 5200. If not, try it anyway, it's one of Atari's best arcade conversions for this system.

BERZERK

ATARI - 5200
By Jason Whitman

WOW! This is one tough cart! Berzerk is an action/maze game that will challenge even the most advanced gamers. Your little character must venture through the immense maze, shooting cyclops-like robot enemies and avoiding walls, since touching them means sure death. Some of the cyclopes don't shoot back, but most do, and such are very hard to avoid. Most rooms are packed full with enemies, and if you spend too much time in one room, a smiley face with some type of vendetta against you chases you through the room, moving at twice the speed of your character.

The game is filled with humorous digitized voice, with sayings like, "Chicken, fight like a robot!", and "Got the intruder, got the chicken!" You'll need the quickest reflexes around to make it through Berzerk, so novice gamers need not apply. But for gamers looking for a challenging cart, Berzerk is just that on the 5200.

FINAL FANTASY II
SQUARE - SNES

By Jon Althouse

The cutting edge is the first thing I thought of after playing this game. For an RPG, this game has it all, and then some. After careful consideration, I have come up with the three things that make this cart what it is.

First is the beautifully orchestrated musical scores. The sound is the first thing you encounter in this

game and it gave an impression that this was a cut above in home video gaming. This is also the first time I have felt mood swings in any game. The music dramatizes everything, inviting the player to almost step into the game.

The second thing is the complex characters and their intricate relationships with one another. Putting those things together you get an unbelievable storyline. The characters are in and out of the picture so much that you never know who will show up next, a very surprising and revealing plot that keeps the player coming back for more, and more, and more.....and.....er... maybe even more!?!

Lastly, but certainly not leastly (hmm, a new word possibly?), the well paced action! What I'm trying to say is that you don't have to waste your beauty sleep trying to build up on the good, old experience points that we all know so well. The boss characters usually provide what is needed to get you to the next part of the game.

In conclusion, after putting those three major key points together you get an exceptional game. Beginning RPG players and veterans alike will enjoy this cart. It is definitely recommended as a must play for any role playing fan!

JOE & MAC

DATA EAST - SNES
By Ulrich Kempf

Joe and Mac is an action title in the same vein as the Adventure Island series. It is a translation of the sleeper arcade hit, Caveman Ninja, and a good one at that. As you work your way through a series of linear stages, your basic axe can be upgraded to arrowheads and other prehistoric weapons. Graphics are good, particularly at boss encounters. Though animation is a bit choppy, backgrounds are excellently drawn. Music and sound effects are on par with SNES standards. Overall, this is a good action title that didn't receive enough attention when it was released. For a change of pace, try Joe and Mac.

ATOMIC RUNNER

DATA EAST - GENESIS
By Chris Johnston

Atomic Runner is a futuristic action/shooter, where you're trying to stop another plot of "world domination", and, save your sister in the process. While I had a gripe about the control of this game at the CES, the options screen gives you a chance to change it to other things. However, it's still difficult to change directions when you're in a tight situation. The graphics, and especially the title screen, are great, but the sound could've used a kick, especially during the title screen. It's good arcade action, but not as great as it could have been. If you want a fun time trying to figure the wacky controls, and then actually trying to win the game, then Atomic Runner

is for you. Otherwise, you can go play another round of Street Fighter.

WINGS OF WOR

BIGNET - GENESIS
By Ulrich Kempf

This great title was all but forgotten when it was released alongside dozens of other shooters. However, with its good graphics and fast action, this game is a must for all shooter fans. As Wor, you have control over the elements. Thus, your "special weapons" are lightning, fire, and other forces of nature. You must battle the evil mutants that have invaded your homeland, Icogs. The levels look startlingly similar to those of Thunderforce 3. In fact, the weapon selection seems to be borrowed from TF3, also. But once you reach the bizarre bosses, that's where the similarities end. Unlike the conventional robots of other shooters, this title boasts full-screen mutants. In the end, this game is highly recommended for gamers looking for a fast paced, challenging shooter. Just don't expect much depth, after all, this is a shooter!

GUNBOAT

TTI - TURBO
By Jason Whitman

This is one game that proves my theory that great graphics don't make a great game. Gunboat shows what the Turbo can do graphically, but the sound is terrible, and overall this title is just not fun to play.

From the title screen to the ending sequence, Gunboat's graphics are a sight to be seen! The opening cinema displays are excellent, and while in battle, your boat is finely detailed and looks extremely realistic.

Unfortunately the designers of Gunboat failed to complement the game's great graphics with some decent sound. The opening tune is weak and uninspiring, and during play, there is no music, just some very bad sound effects. The only realistic sounds are those of your boat's guns, all others aren't even average.

As for challenge and fun, Gunboat lacks both. Once you kill all enemies in sight, you are forced to search for the hidden ones to complete the mission. I don't mind some searching, but finding the remaining enemies took longer than it should have, and wandering for hours looking for the one last enemy that won't show his face was far from fun.

Sometimes a game's good points can make up for its shortcomings, but this isn't so in Gunboat's case. The game's graphics are excellent, but they can't make up for the terrible sound and tedious gameplay that make Gunboat boring and sink it from the start.

SUBSCRIBE NOW

TO PARADOX!! See the Subscription Plea for more

BALLISTIX

TTI - TURBO

By Jason Whitman

This game for the Turbo may not have flashy graphics or awesome sound, but it is a very original title that is both challenging and great fun to play.

Ballistix is a type of field hockey simulation, but the players' hockey sticks have been replaced by guns that the players use to shoot the puck into the opposition's goal. The game is always a one-on-one matchup, and can be played against either the computer or another player.

The graphics are decent, with the players and demon-like referee looking good, but they don't push the Turbo to its limits. The same can be said of the sound, good but not great, but neither need to be highly detailed or flashy to make Ballistix a great game.

The computer is a good challenge, and its ability can be adjusted on the options screen. Matches with the computer can often go on for long periods of time, and are sometimes tough to win, giving Ballistix strong replay value.

Ballistix proves flashiness isn't necessary in a game to make it good. Its high fun and challenge factor make up for the fact that it doesn't compare graphically to other 16-bit carts in the same category. It scores high in my book and is highly recommended.

NIGHT CREATURES

TTI - TURBO

By Jason Whitman

Night Creatures sports a very original adventure theme, but is not as good as it could or should have been. It had great potential, but something got bungled somewhere between the drawing board and the finished game, most noticeably, the sound.

The graphics in Night Creatures are very good, similar to the dark, eerie look in the Castlevania series. The bosses are highly original and look cool, as do the various animals your character your character can transform into throughout the game.

The music and sound seemed to be ignored by the game's designers, with only a few average tunes playing obtrusively during the game. To bad, since some cool music would have been an excellent compliment to the game's good graphics.

Night Creatures is a long adventure game with plenty of cool power ups and weapons. After a boss is defeated, it will give your character the ability to change into various animals, including a bear, a wolf, an owl, and a badger, each with its own special abilities.

This is an adventure game that most fans of the genre will enjoy. The bad music can be overlooked, especially since the graphics are so good and the theme is so original. Night Creatures may not be the best game on the market, but it's one of the most original and worth giving a try.

HANDHELD SYSTEMS: Which one is right for you?

By Bill Fasick

Here's a brief overview of each system, along with its disadvantages. NOTE: All systems are in color (except Gameboy), all allow multiple players (with interface cable), and all offer stereo sound (with headphones).

GAMEBOY: The first handheld game system released. It is the lowest priced and has the cheapest games. Nintendo's Gameboy has a larger library of titles than any other unit. It is also the most popular. The biggest drawback comes with the screen. It is not backlit, so it requires a lot of light. Most owners purchase a light, and/or magnifier so they don't have to hold it "just right" under a light. The screen is not as high in resolution as the other systems either.

GAME GEAR: Sega's entry into the portable market. There is a TV Tuner available, along with a converter to allow 8-bit Master System games to be played on it. Game Gear has the fastest growing library of titles, with new licensees joining up as fast as they can. This system is second in popularity, and seems to be gaining ground quickly. The problems with this unit come mainly in design. When held it feels awkward and bulky, with the controls placed in difficult positions. Also an adaptor and/or battery pack is recommended, because battery life is short.

LYNX: Atari's Lynx unit is the cheapest color handheld. The Lynx has some cool arcade games unavailable on any other system. A unique feature of the Lynx allows the user to "flip" the screen and controls upside down to accommodate right or left handed players. The drawback to this system lies on the software. It is reported that great cartridges are few and far between, with most games rated at average or below average. Just as with Beta VCR's and Sega's Master System, the most technologically superior choice is generally the least popular.

TURBO EXPRESS: NEC's [--Chris-- now TTI's] game system holds the distinction as the only portable to play full-size console games without an adaptor. Just insert your TG-16 TurboChip games and blast off. Turbo Express has the best screen picture and sound. A TV Tuner is also available. Assuming you can get past the retail of \$200 (down from \$300), there is a problem inherent in using the TG-16 Turbo Chips. On some games the screen text is too small to be readable. On others the score or player status is cut off the edges of the screen. Also, now that NEC has released their Turbo Duo (superior to the previous TG-16 CD ROM format) many in the industry are wondering whether NEC's licensees will

abandon the TurboChips.

So there you have the 4 main portable hand held game systems. Hopefully this article has helped to illustrate the differences between them. Before you purchase a game system, consider which features are most important to you, then go out and compare the systems for yourself.

Keep your contacts clean,
Bill Fasick

ARE YOU SMART ENOUGH FOR A NEO FAN QUIZ

This section will include trivia and facts about video games and gaming each month. To get in on this, and ask a question that you think will stump everyone, then send it in. We want to test your knowledge of gaming. Answers next issue.

- 1.) What was on the cover of the first VG & CE?
- 2.) What was the NES game Taboo: The Sixth Sense about, and who made it?
- 3.) Who made the original Double Dragon arcade game?
- 4.) Who is this?



- 5.) Name the Super Battletank creator.
- 6.) Nintendo talked about a video game in 1988 for the NES that was mentioned in several places, but NEVER released. Name that game.
- 7.) Which company made the 2600 game River Raid, and who designed it?
- 8.) What year was Pong introduced?
- 9.) Name the #1 video game in the Top 30 section, in the first issue of Nintendo Power.
- 10.) Which company designed the NES game 10 Yard Fight?

If you can answer all of these questions, you're fit to replace the Game Doctor! If you can't answer them all, don't worry, some of these are very hard. You'll have to really search to find the answers. Anyone who thinks they have the answers, send them in! Anyone who gets them all right will receive a Paradox prize pack, with SFII poster, Ex-Mutants comic book, an issue of Electronic Gaming Retail News, The Turbo video plus some awesome Duo info, a Lemmings poster, an issue of Famitsu (the Japanese gaming magazine), a pack of Super Lemon, and a Captain America and the Avengers poster! Now that's incentive enough to go out and hunt down the answers. There are answers to all of them.



By Chris Johnston and Ulrich Kempf

Fandom Uncovered, by Ulrich Kempf

Being a faned for almost 2 years, I know the trials of writing and editing a small publication. In this article, I hope to share with you some of the experiences I've had with my fanzine, Video Views. The most-asked question in fandom has to be: "How many readers do you get from a review in VG & CE?" The answer will surprise you. I've been in the magazine 3 times, and each time, I received an average of 15-20 responses. About 1/2 re-subscribe. Keep in mind, these were gracious reviews, sprinkled with words like "best" and "one of fandom's real standouts". The majority of readers are gained through free copies, though the success rate for sample issue mailings is only about 30%. Another area of interest is subscriptions. Most faneds get money, or fanzines in exchange for yearly subs. Some of my readers are a little more creative, though. One sent me copies of popular PC games, and another sent me a Jordan T-shirt - retail value - \$25.00! He owns a sportswear outfit though, so I guess he can afford it. (I'm not giving their names, because I don't want anyone nagging them for shirts or games.) Lastly, some advice to enterprising faneds - be careful with mergers. My merger with Porta-Play was successful, mostly because Scott Boehmer is an honest and trustworthy guy, but I almost got involved with a person who had several \$20 subs, and was only willing to hand over 1/2 the sub money! Watch out, or you may be stuck paying for someone else's greed. I hope you enjoyed this piece, and if you're new to fandom, you'll probably have stories of your own to tell one day. This is probably the best part of fandom - the wonderful experiences you have. And if you're already a faned, you probably know what I mean.

FANZINE REVIEWS

Classic 8-bit Atari by James Catalano, \$5, Quarterly
639 West Grace #336
Chicago, IL 60613

This is one of the specialty 'zines out right now that covers the older systems. James goes even farther though, as Classic 8-bit Atari covers games for the older Atari computers (400, 800, XE, XEGS, and XL). The games he covers are not those done by commercial companies though, they are original games done by James himself!

Classic 8-bit features full color front and back covers that show some screen shots from the

games he plans to cover. The columns describe the storyline and controls of each of his games in the issue, and a disk with the games is included. The art and writing is very good, all done by James himself, and he hopes to get responses from other Atari programmers who would like their games showcased in future issues.

If you own one of the above-mentioned Atari computers, Classic 8-bit Atari is a must-have 'zine. James tells me he has about fifty original games completed, so Classic 8-bit Atari should last for a while, and rightfully so, James is a great writer who is dedicated to the older stuff. Any Atari computer owners or programmers out there, drop James a line, you won't be sorry.

-review by Jason Whitman

MindStorm, by Aaron Buckner, \$1, bi-monthly
9474 Fallson Ct.
Blue Ash, OH 45242

MindStorm is probably the most well-known fanzine in video gaming fandom right now, and rightfully so. MindStorm always seems to have complete variety, and it's fun to see what main attractions will be in the latest issue. This "new" issue, although late, is packed with CES coverage, and basically all the other things in it rip on Video Views, especially the Dangerous Billy Masters. MindStorm always seems to create some kind of new controversy between faneds, that I wouldn't want to see MindStorm be discontinued. Sure, it may be late EVERY SINGLE TIME, but it's obvious that he puts a ton of effort into making it, and it shows. This issue has a company by company report of the CES, with a lot of commentary by writers like Ralph Barbagallo, Matt Porath, Erik Schimek, and Mike Ciletti. All the columns are entertaining to read, and they are always informative. Let's face it, it's the 'zine everyone loves to hate, and Buckner hates everyone back, so it's the greatest 'zine, that has kept going, to date. At least it works.

Codename: MegaZine by Chris Larson and other 'zines
\$1.50, bi-monthly
1209 Frisina Ct.
Pawnee, IL 62558

The staff of MegaZine is made up of faneds from other 'zines, which makes MegaZine a mix of writing and talent. This "showcase" 'zine is the best merger I've seen to date, and it appears to be working pretty good. The first issue, a phenomenal 26 pages, has just about everything you could ask for: reviews of games, an interview with CGR's Steve Honeywell, a great Neo Geo section by New World News, an awesome cover by James Thomas, and, an awesome laser-quality layout thanks to Scott Weller of ZAPP! It's darn good how this 'zine looks, and it's exceptional for a first effort. You'll have to look out for this one, this is definitely a 'zine to watch for! Oh, by the way, Paradox contributes material to MegaZine also, so you'll be seeing some of our writing in there too!

Revolution '92 by Lance Rice, No listed price, Quarterly
Rt. 1 Box 236-C
Jasper, AL 35501-9801

This 'zine's cover is a parody of EGM called, what else, "Electron Gaming Occasionally", which comes out to be EGO, instead of EGM. This 'zine is really good, and rips on EGM tastefully and sarcastically all at the same time. Lance's writing style is still intact, as seen in articles like Electronic Innuendo (with Tokenmann, a parody off of EGM), Revolution '92, and "Wrap Up". There's also features like a comic starring Steve Harris, reviews of some quick games, and an editor's welcome from Steve Harassment. This 'zine is a definite GET, but first, write him and ask what the price is!

That's all the Fandom Vortex for this issue, keep sending in your fanzines and commentaries so we can put them in.

LAND OF ENOS WITH THE CAPTAIN

Alright! Alright! I'll shut it off after I beat M. Bison. Oh, hey fellow video gamers. The Cap is back this month with some hot new info on the word & world of video gaming. Last issue I talked about SNES CD ROM and how I have high doubts concerning the unit. Let's face it, Nintendo doesn't even have one prototype in circulation in Japan yet, and it will be out in January for \$200? I have my respect for Nintendo jumping into the 16-bit race (while a little late) and making a competitive system, but believe me, the Cap is not biased, nor do I want you to think I am. Now onto the purpose of this column, rumors, hot new products, and the ethical aspects of video gaming! There's quite a lot this month. While the 16-bit systems war has almost begun to heat up on a price level basis, I have some big news that could totally off-set this battle. The only company with a 24-bit system, SNK (somehow I always sneak them into my column), has plans to redesign their Neo Geo system. The system will be identical internally, and play the same software, but will be shrunk down externally using a new method of storing CPU's in a smaller configuration. Now here's the question: If you didn't own a 16-bit system and you were at a store to buy one, and over on the left was a Neo Geo system, would you buy it instead of the 16-bit systems if it was, say, \$350?, \$300?, \$250? How low would it have to be for you to "forget the 16 bits and go 24?" With all 16 bit units under \$100, the Neo home system supposed would land at probably (drum roll please) \$200! Talk about system wars, this would be nuts. Guess what, everybody? I have a rumor from the Nintendo mill. While everyone has probably heard this one, it had never been officially been confirmed, until now. Nintendo of Japan is working on a Mario 5 cart for the Super Famicom system (funny, why not on CD guys?). I'm glad for all of you die-hard Mario fans, but after the 3rd game in the series, I got a disease called "Mario's-boring-the-hell-out-of-me-itis". It's a really bad disease.

From what the Cap predicts, and from what Sega has told me, Dolphin will appear on both formats, cart and CD. You hear 7th Guest will come with the SNES CD? Well, if the IBM PC-CD version is \$100, and the SNES CD is \$200, with 7th Guest in the pack, I'd guess the price is right at \$300. Virgin, however, says it will sell separately. Remember those Sonic 2 Sega CD Exclusive pix EGM showed? They're bogus! That was the demo disk that showed just some CD animation, the disk had all the Sega characters, like ToeJam and Earl and Cool World. EGM Strike 2! A revolutionary RPG for the Sega CD will be ready for the end of '93, and I'll be telling you about as only the Captain can! Send me a letter, and next issue, I'll be answering your Q's on what new in gaming. See ya at the SF2 Champion Edition at your local arcade!

Turning the Power Off,

The Captain

INFARED SCOPE: TIPS AND TRICKS FOR THE HOTTEST GAMES!

With Jon Jackson

STREET FIGHTER 2: COMBOS FOR THE WIN!

If you play or have the new smash hit game SFII, and use Ken or Ryu, I have some strategies that may be useful for you to use.

Failure Strategy - if everything fails, just keep on pushing towards and hard punch while close to your opponent.

For Ryu and Ken I have 3 different combos. The first (Dragon Combo) is to jump at your opponents with a jab, then the instant you land, do a Dragon Punch. This next one (The Leg Combo) is easy to do after your opponents miss a move like a flash kick. You jump at your enemy using a roundhouse, then do a ducking forward, and finish him by doing a roundhouse while pushing towards (he will be in stars). This last one (the Triple Fierce) you should only do when you have your opponent trapped against the wall. You execute a jumping fierce, then a fierce fireball, and last, a fierce Dragon Punch.

Against the enemies, for Ryu and Ken, here's the easy way to the big KO's, and mucho points:

Blanka - Position yourself in the corner and wear him down with fireballs. When he jumps over you, do a Dragon Punch or a ducking fierce.

Guile - Jump on top of him and use a leg combo. If he misses a flash kick, do a Dragon Punch.

E. Honda - Use fireballs to put him in stars, and then move into a triple fierce combo.

Ken - do Dragon Punches if he jumps at you. If he misses a Dragon Punch, do a leg combo. Don't jump at him too much or he'll start doing Dragon Punches. Use the same strategy for Ryu.

Zangief - Do fireballs until he his in stars, and then demolish him with a throw. Repeat this move for a better KO.

Chun Li - Use ducking fierce uppercuts when she jumps at you. When she is doing a lightning kick, use the leg combo.

Dhalsim - Do Dragon Punches until he is in the corner, and then do roundhouse kicks. If he does a Yoga Spear, retaliate with a Dragon Punch.

Balrog - Use Hurricane Kicks right at the start of the round to dizzy the boxer. Then get as close to him as you can, and execute this move again. Do this until he's knocked down for an easy Perfect KO, but if you mess up on timing even once, you're a sure goner!

Vega - This one's EASY, but timing is EVERYTHING. Duck and block his attack until he jumps off of the wall. Time it exactly, and jump to meet him in the air with a roundhouse. He's knocked down, and jump at him with yet another roundhouse, and finally, another. He will be dizzy, and then throw him. It will finish him off (or should anyway) and you've got an easy PERFECT.

Sagat - Counter his Tigers by using fireballs. When two of them connect, he should be down for the count. Then, Do a Hurricane Kick to hit him once. You'll spin past, he'll do a Tiger Uppercut, and then do an easy ducking fierce. This should waste him.

M. Bison - Keep using jumping roundhouse kicks. If he does a Flaming Torpedo, use your fireballs. That's all for now, BYE! Part Two next issue!

Classifieds

If you want to buy or sell something, lookie here!

FOR SALE: USED NES/ACCESSORIES, 10 games, Genesis Zany Golf and Klax also. Contact Jason Schisel, 306 Shawnee, Park Forest, IL 60466.

WANTED: JIM REDD of Pleasant Valley Video, Dead or Alive. It ain't so Pleasant in the Valley anymore. Contact Head Staff.

WANTED TO BUY: ColecoVision system and games, 5200 system and games. Contact Chris of Head Staff with your ph. # please.

Place your ad here! If you want to buy, sell, or find something, then place a 30 word or less Classified in Paradox. They're FREE to readers only, no companies please.

NEXT ISSUE:

Yes, siree, we certainly did pack this issue. How'd ya like the older system coverage? That was the surprise, as lame as it may seem to Neo fans. However, the look and feel of Paradox will be changing next issue. You've been asking for it, and we're ready to deliver. You'll just have to wait and see what it actually is.

Anyway, we'd like YOU to write some articles for us. We know that Paradox isn't anywhere near perfect, but you can help us by putting your writing in here! We need it by SEPTEMBER 20th at the very latest! If you thought this issue was good, the next one will be a trip! Now turn to the Reader's Form and the Subscription Plea!

The Patented Paradox Reader's Form

NAME _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

What is your favorite video game? _____

What is your favorite video game system? _____

What video game systems do you own? _____

What is your favorite arcade game? _____

What do you think of the first issue of Electronic Games? _____

What was your favorite section/column in this issue? _____

What was your least favorite section/column in this issue? _____

What kind of column would you like to see appear? _____

What did you think of Land of Enos? _____

What did you think of Infared? _____

What did you think of the Time Paradox section? _____

What did you think of this issue of Paradox, and what could we change to make it better? _____

O.K., you've filled out the form. Turn it into a prize by sending it in by September 20, 1992, and you'll get the chance to win! You could win an awesome set of name-plated utensils (a set is a spoon, fork, and maybe a knife, along with other eating instruments). What a prize! No, that's not all, you'll also get an issue of Famitsu, the Japanese gaming mag! What more could you ask for? This issue's winner is BILL FASICK! Congrats to Bill for sending in the form.

SEND THE FORM TO: PARADOX, 316 E. 11TH AVE., NAPERVILLE, IL 60563.

COMMENTS:

Subscription Plea!

Well, aren't you glad you don't have to subscribe to EGO GAMING MONTHLY to get the kind of info you're looking for? Keep it that way by continuing to support fanzines like Paradox. Fanzines are the "wave of the fans", and we're going to turn this inside out! So, if you have to subscribe to a fanzine, subscribe to Paradox. Nowhere else can you find the awesome fan commentaries, contributed material, and fanzine reviews every single month no matter what! Reviews of new & old games, we do it all! (O.K., so maybe MindStorm and cyberBeat are better, but this is the PARADOX Subscription Plea. Get real, and subscribe. We're on our knees begging! O.K., maybe we're not that in need of subscriptions, but do it anyway! Here are the rates: \$6 for 6 months and \$11 for a year. Oh yeah, and \$1 for an issue. Send your money, check or, wait, that's the only kind of funds we take! But, send it to: Paradox, 316 E. 11th Ave., Naperville, IL 60563-2708. Thanks muchly, now go back to playing SFII.

OVER
960 PAGES
INSIDE!!

PHOTOS OF NEW STREET FIGHTER ARCADE GAME!!

NINTENDO • SEGA • SUPER NES • TURBOGRAFX-16 • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

EGO GAMING MONTHLY

EGM SNEAK PREVIEW OF

SONIC

EGM PREVIEWS
SUPER STAR WARS
PHANTASY STAR 4
NINJA GAIDEN 4
STREET FIGHTER 4
THUNDER FORCE 4
STREETS OF RAGE 3
AFTER BURNER 4
STRIDER 4



PARADOX
PUBLISHING

316 E. 11th Ave.
Naperville, IL 60563-2708

JASON "SZOO" WHITMAN
155 WESTWOOD DR.
PARK FOREST, IL

60466

\$8.95/\$9.95 Canada/£2.25
August, 1992
Volume 5, Issue 8



EGM SUPER PLAY
WHIRL THROUGH SEGA'S TAZ-MANIA!

FIRST CLASS MAIL